

WHISPER SPIDER

HUGE MAGICAL BEAST



This huge spider is covered in fine black hairs. Two gray stripes run down its abdomen and eight bright-red, semi-intelligent eyes stare out from its head above large mandibles that drip foul fluid.

Whisper spiders are cunning and predatory, and large enough to prey on horses, livestock and the inhabitants of villages or farms.

A whisper spider resembles any other monstrous spider of its size, apart from its distinctive coloring and its intelligent behavior. A fully-grown whisper spider is over 15 feet long and weighs almost 900 pounds, living far longer than most spiders. They make their homes in hillside tunnels, burrows, or in dense forests and vegetation. Most disguise the entrances to their lairs with webbing and foliage.

Whisper spiders are somewhat intelligent and crafty, they can learn from their experiences. Many whisper spiders change their tactics and even the location of their lairs to adapt to new

information. Although they are unable to communicate with living creatures, they can understand Common. Many adventurers are not prepared for a monstrous spider that has heard them talk amongst themselves and reacted accordingly.

COMBAT

Whisper spiders use traps, snares, webbing and misdirection to lure prey into a position where they can snare them. A whisper spider typically tries to isolate an individual target, almost never facing off against multiple opponents unless it has other whisper spiders with it. When an opponent is snared, the spider immediately moves in to inject them with poison. Whisper spider poison sends its victims into a senseless stupor, unable to tell where they are or remain alert. This gives the whisper spider time needed to adjust to changes in circumstances or new opponents.

If outnumbered, a whisper spider will flee by jumping to a higher elevation or laying down a

quick sheet of sticky webbing to hamper pursuers. It then circles around to attack again, ambushing stragglers or weaker members of the group.

Poison (Ex): Injury, Fortitude DC 18, initial damage 1d6 Wis, secondary damage 2d6 Wis. The save DC is Constitution-based and includes a +2 racial bonus.

Sneak Attack (Ex): Any time a whisper spider's opponent is denied his Dexterity bonus to AC, or if a whisper spider flanks its opponent, it deals an extra 1d6 points of damage. This ability is just like the rogue's sneak attack and subject to the same limitations.

Web (Ex): A whisper spider can throw a web eight times a day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets of up to Large size.

An entangled creature can escape with a DC 16 Escape Artist check or burst it with a DC 20 Strength check. The check DCs are Constitution-based and the Strength check includes a +4 racial bonus.

Whisper spiders can also create sheets of sticky webbing from 5 to 60 feet square. They can position these sheets to snare flying creatures or to trap prey on the ground. Approaching creatures must succeed on a DC 20 Spot check or become trapped as though by a successful web

attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot section has 14 hit points and damage reduction of 5/-.

Whisper spiders are also adept at fashioning their webs into flimsy shapes that enable them to trick opponents. These shapes include false spiders, banners, twisting loops, and other useful distractions. A whisper spider who uses its webbing in this manner gains a +4 circumstance bonus to Bluff checks when feinting in combat.

A whisper spider can move across its own web at its climb speed and pinpoint the location of any creature touching its web.

Tremorsense (Ex): A whisper spider can detect and pinpoint any creature or object within 60 feet in contact with the ground, or within any range in contact with its web.

Feats: Whisper spiders gain the Improved Feint feat as a bonus feat, even though they do not meet the standard requirements.

Skills: Whisper spiders have a +8 racial bonus on Hide and Move Silently checks, which increases to +10 when they are in their webs. They have a +8 racial bonus on Climb and Jump checks and can always choose to take 10 on Climb checks even when rushed or threatened.

WHISPER SPIDER

Hit Dice	8d10+16 (60 hp)
Initiative	+3
Speed	30 ft. (6 squares), climb 20 ft.
Armor Class	17 (-2 size, +4 Dex, +5 natural), touch 12, flat-footed 13
Base Attack/Grapple	+6/+16
Attack	Bite +12 melee (2d6+7 plus poison)
Full Attack	Bite +12 melee (2d6+7 plus poison)
Space/Reach	15 ft. /10 ft.
Special Attacks	Poison, sneak attack, web
Special Qualities	Darkvision 60 ft., tremorsense 60 ft.
Saves	Fort +8, Ref +10, Will +3

Abilities	Str 21, Dex 19, Con 14, Int 7, Wis 12, Cha 7
Skills	Bluff +1 (+5 feint), Climb +15, Hide +6 (+8 in webs), Jump +13, Listen +3, Move Silently +12 (+14 in webs), Spot +5, Survival +2
Feats	Alertness, Combat Reflexes, Improved Feint, Weapon Focus (bite)
Environment	Warm or temperate hills and forest
Organization	Solitary or colony (2-5)
Challenge Rating	6
Treasure	Standard
Alignment	Always chaotic evil
Advancement	9-15 HD (Huge)
Level Adjustment	—





BESTIARY OF KRYNN

BY CAM BANKS & ANDRÉ LA ROCHE

ONLINE PREVIEW

This is an online preview of the *Bestiary of Krynn* from Sovereign Press.
Its contents may not match the final product upon release.

This d20 System® game accessory utilizes mechanics developed for the new DUNGEONS & DRAGONS® game by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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